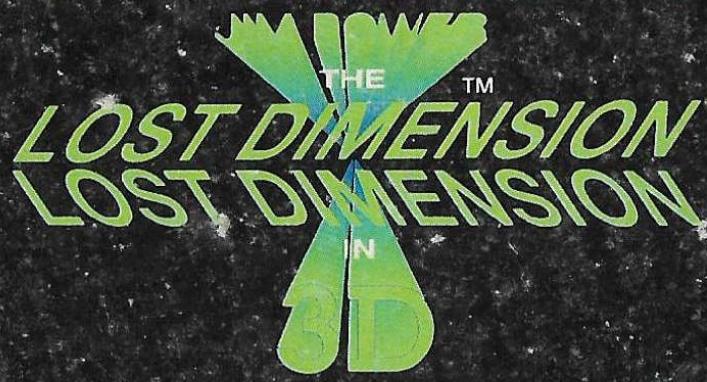


SNS-6J-USA

ELECTRO BRAIN



INSTRUCTION BOOKLET

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
BOOKLET CAREFULLY AND PRECAUTIONS
NINTENDO® HARDWARE SYSTEM USING YOUR**

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System with only with other products licensed by sale for use with the official Nintendo Seal of Quality.



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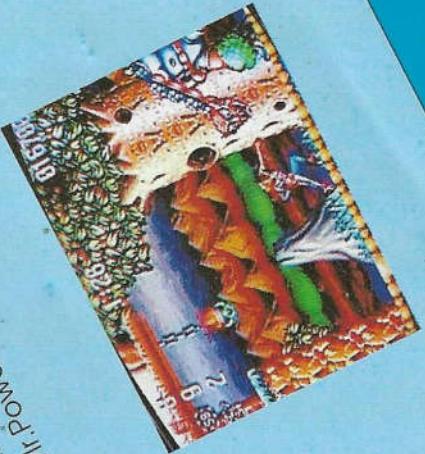
Thank you for purchasing Jim Power The Lost Dimension in 3D.
Corporation's original "Jim Power The Lost Dimension in 3D".

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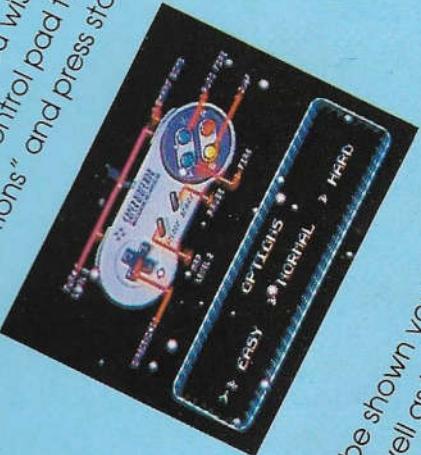
INTRODUCTION

Special Agent Jim Power—The universe itself is threatened with extinction. An alien force, an evil being called Vaprak, ambushed our known universe. An alien life in the universe. This being has decimated our fleet of warships and annihilated them and us. This being has blocked us. Our world, now promises to walls off billions of a dimension, until now, what was of late, a rift in a dimensional vortex that succeeds in defeating his brethren, has world and open this us, he will. If he ravage galaxies. Further, allowing his brethren to, seems to have a reality dimension, which our third-dimensional is unaccustomed to, causing our mutations on all organic life forms. Vaprak, who we have discovered to have a reality powerful for this portal, seems as a frontal assault; we shattered our scanner, for Vaprak's Omni-eye agent, only hope detect, to slip past the scanners, too small back to the Lost Dimension. We can

You will definitely suit powdered you wedges,
un-jet when you die under gyro-cycle, as
the ends don't dry out, nothing. One more
bombs, we can't do more feel you have the way
but we can't we can't enough we have the bombs,
thing, of success weeks more doing the best,
route is in front assault. We have save every
other agent it is time to get a second chance
mission. We will do power, you die
returned. Mr. Power, we will do

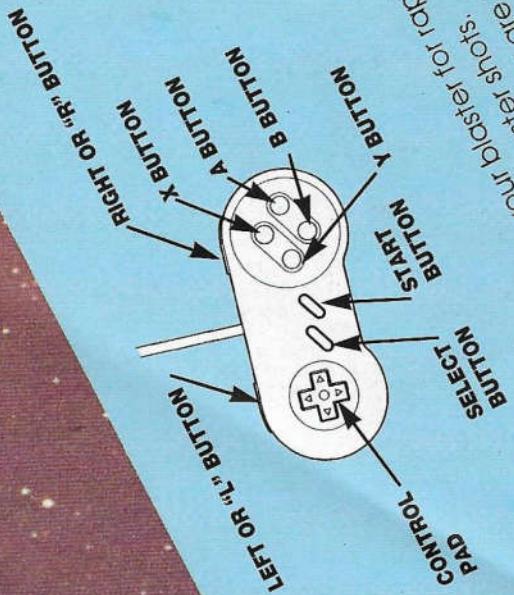


Insert your "Jim Power The Lost Dimension" Entertainment Pak into your Super Nintendo "On." After the title screen appears, you will see you have three options, and Hi-Scores. If you have three options, use the arrow to "Options" and press start. Then, after the arrow to "Options" and press start.



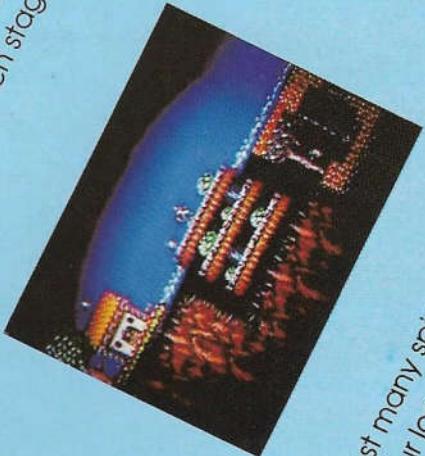


Here you will be shown your controller functions as well as be able to choose the difficulty level of the game. Easy, Medium, or Hard.



BUTTON X — To single fire (one shot).
BUTTON Y — To jump with jet (not space ship). You can
BUTTON A — To use your smart buttons you released
BUTTON B — To hold down the smart button left or right.
BUTTON C — To move the button left or right.
give a boost.
BUTTON D — To rotate the button left or right.
A Note: If you move the button left or right it rotates Jim Power left or right.
continues to rotate Jim Power left or right.
R BUTTON — If you release the button Jim Power left or right when he is seen from the front of the screen.
L AND R BUTTONS — If you release both buttons Jim Power left or right when he is seen from the back of the screen.
POWER — Presses the power button.
CONTROLPAD — Presses the control pad button.
START + SELECT — Starts the game.
START + KNEEEL — Pauses the game.

When you are ready to begin your mission, move the arrow to "Start Game" and press the Start-button. You will now begin your mission and between each stage we will give you a map.



This map cost many spies their lives but it will show you your location as well as give you an idea of what to expect. When you are ready to Vaprak press Start. There are seven places on the map.

There are seven check-points marked on the map. At these points marked the equipment best suited

WEAPON POD
Holds a store
of weapons
These are
very few in weapon
traveler, come across the pods
for each terrain, some a gyro spine
some by jet cycle. We do our
areas must be
areas pack. We
and our

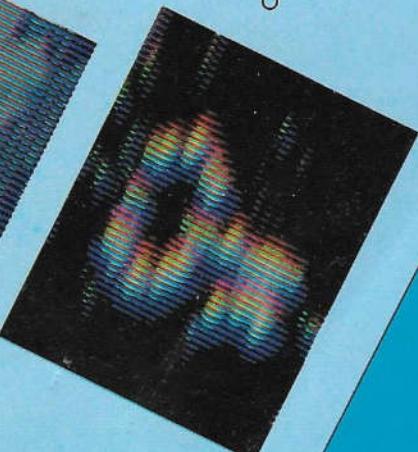
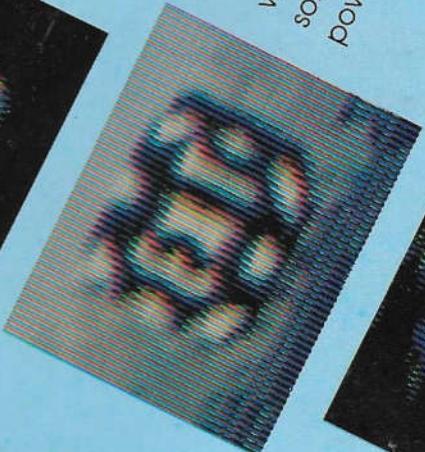
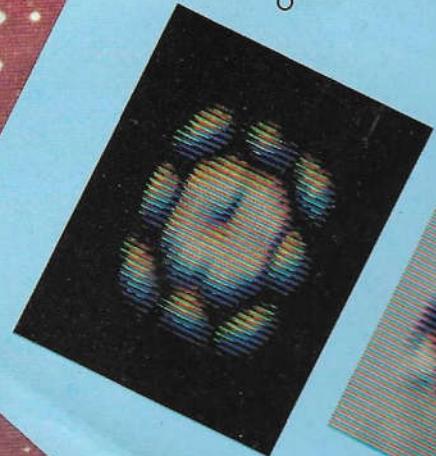


EXTRA LIFE: an extra
you're reaching
Gives it a shot.
varpi

EXTRA TIME:
This is actually a
cloaking device.

POWER UP:
Modifies your
weapon into
something more
powerful.

KEY:
Opens locked gates
and doors.



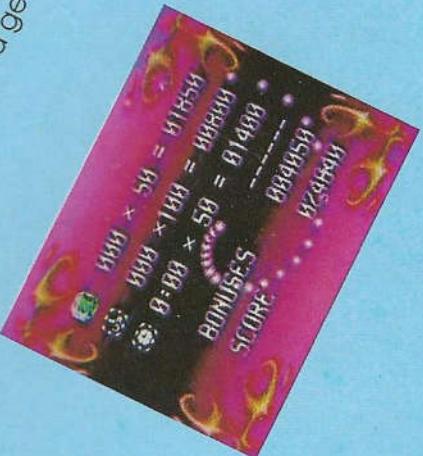
SMART BOMBS:
An extra energy
pack

SPACE SUIT: Comes
complete with a
compact pack



THE GAME SCREEN

This, also, has cost us a lot of men but no price is too high for, if you fail, the universe is doomed. As you get closer and closer to Vaprak, his defenses will be more and more formidable. Check-points, so use caution. Between the map, but you will not only receive bonus points for time remaining, lives left and gems collected.



A screenshot from the game Asterix and Obelix XXL: The Crystal Menace. The scene is a top-down view of a colorful city street. In the foreground, there's a large pile of green trash bags. To the right, a character in a blue and white striped shirt is running. Further down the street, there are more trash bags and some small figures. The background shows buildings and trees under a clear sky. On the left side of the screen, there are several status indicators: 'TIME REMAINING' with a timer at 1:55, 'LIVES BOMBS' with a count of 3, 'SMART KEYS' with a count of 1, and 'SCORE' with a value of 100,100.

be eliminated, are actually recharged. The clocks (see weapons) you more power batteries used to mission.

LIVES — Each time Jim Power is hit by an enemy or falls into a trap, he loses a life. Once his lives and/or all his credits are gone, the game is over. Note on continues: option to continue. If you are given the option start when the arrow is on the "yes" control pad to wish to start over, use the "no" option and press start. The arrow to the number of continues you have left, the number of continues

SMART BONDS — You suit us! It's powered up with enough energy to pollinate the world. We will try to deliver every thing around you. You doing the way.

KEYS — You will need hidden this to get past doors and gates. We have hidden them keys to every thing around you. You must find them all.

POWERFUL ENERGY TO CHARGE — You suit us! It's powered up with enough energy to pollinate the world. We will try to deliver every thing around you. You doing the way.

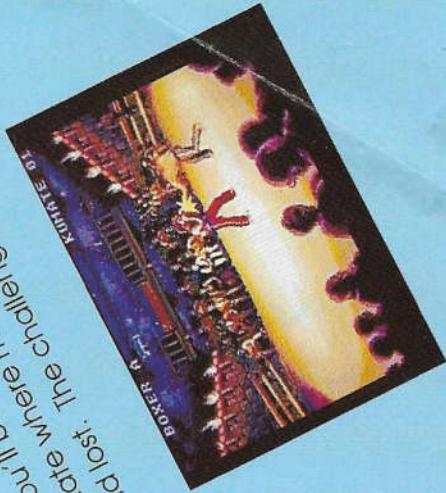
KEYS — You will need energy packs to you doors. More energy to charge them to you doors. Every thing around you. You doing the way.

REMEMBER, once again, hope! There are doors where die out as many keys as them, but there die out as many keys as doors. And doors where die out as many keys as doors. Once again, Mr. Power! —

COMING ATTRACTIONS

HELPFUL HINTS

1. Collect gems for extra points.
2. Use your booster when you are in the uni-jet to get out of sticky situations.
3. Save smart bombs until you really need them. Once they run out they're gone for good.
4. Watch for weapon pods as well as keys along the way. They may very often save your skin.



ASTERIX THE GAUL™
In the year 50 B.C. Gaul
was still a village of inci-

ASTERIX THE GAUL™

In the year 50 B.C. Gaul was entirely occupied by the Romans. Well, not exactly... One small village of indomitable Gauls still held out against the invaders. These Gauls were gregarious, rowdy and courageous... One small mighty Vitalstatistix and his friends came... Asterix and Obelix. Then, one day, being led to Rome has been taken by the Romans and soon to be Roman Empire search the wide expanses of Gaul, the Swiss Alps, Greece and find his friend, the wild boar. The future of Gaul lies in your hands! Save Obelisk, free Gaul, defeat the forces of Gaius Julius Caesar and more! Available for the Super NES, and eat the rewrite.



BOXING LEGENDS OF THE RING
is the most comprehensive book ever written on the sport. It features profiles of all the great boxers from the days of the Marquis de Sade to Muhammad Ali, plus a complete history of the sport.

BOXING LEGENDS OF THE WORLD'S

For the first time in history middleweight champion Muhammad Ali, heavyweight champion Joe Frazier, and light heavyweight champion Ken Norton are joined by the greatest boxers of all time in *Boxing Legends of the World's Greatest Boxers*, the most complete and authoritative book ever published on the sport.

This is the definitive book on boxing, written by the greatest boxers of all time. It features a revolution in boxing strategy and tactics, and reveals the secrets of the greatest boxers in history. It also includes a comprehensive guide to the sport, with chapters on training, nutrition, and psychology.

The book is divided into four main sections: History, Techniques, Training, and Psychology. Each section contains a detailed analysis of the sport, along with practical advice and tips from the experts. The book also includes a wealth of information on the evolution of boxing, from its origins in ancient Greece to its modern form.

BOXING LEGENDS OF THE WORLD'S

Most of today's top boxers, including Muhammad Ali, Joe Frazier, Ken Norton, and others, are profiled in this book. Each chapter is written by a former boxer or coach, providing a unique perspective on the sport. The book also includes a comprehensive index and a glossary of boxing terms.

BOXING LEGENDS OF THE WORLD'S

With contributions from some of the greatest boxers of all time, *Boxing Legends of the World's Greatest Boxers* is the definitive book on the sport. It is a must-read for anyone interested in boxing, and it will provide you with the knowledge and insights you need to become a better boxer.

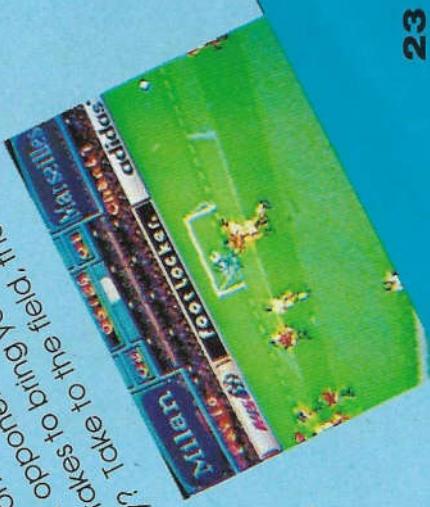
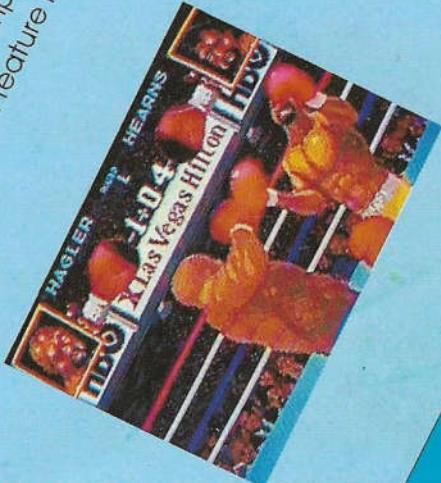
BOXING LEGENDS OF THE RING™ (CONT.)

any of three modes of play—Exhibition, or Career Mode. In Career Mode, you earn money by winning battles or the right to fight in the ring.

LEGENDS OF THE RING™ (CONT.)

In any of three modes of game play, Exhibition or Career Modes or the Battle of the Ring. If you earn Modes to master the eight person Legendary status the art of or custom designed Boxing Legends play against up to Do you have what it takes to become the Legend? You'll be more than a legend! Special Pass...!

**Challenging
feature included!**



COMING ATTRACTIONS

DEVELOPMENT TEAM

There are many, many more coming your way soon... For additional information on these or any of our other titles, please call us at 1-800-232-0324. We look forward to hearing from you!

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Artistic Director Alain Meters
Game Design Eric Marc Dubois
Programming Jean-Marie Dubois
Original programing Yves Guillet
SUPER NINTENDO programming Guillet
GAME BOY programming Guillet
Graphics Guillet
GAMEBOY graphics Guillet
Sound Guillet
Music Guillet
Testing Guillet
With thanks to:
Guillet's studio
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Doctor Cr. Croteau
T.M. Hornegean
Philippe Cagossi
Nathalie Elkaim
Julie Léger
Agnès Richer
Olivier Zimmele
Frederic Zimmele

LIMITED WARRANTY

- To receive this warranty:

 1. DO NOT return your defective retailer.
 2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write us, please provide us with your phone number and a brief explanation of what appears to be wrong.

LIMITED WARRANTY

This warranty shall Electro, through negligence, and to the extent of its liability, and to the extent of its obligations under this warranty, shall not be liable for damage resulting from the use of this software or hardware product. This warranty does not apply to damage resulting from the use of this software or hardware product if it is used in a manner inconsistent with its intended purpose, or if it is damaged by accident, misuse, abuse, or negligence. This warranty does not apply to damage resulting from the use of this software or hardware product if it is damaged by fire, water, or other natural disasters, or if it is damaged by theft, or if it is damaged by any other cause beyond the control of Electro.

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